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Countdown To Shutdown™

Instructions

For the Commodore 64™

A malfunction at the world's largest power plant threatens to throw millions of people into darkness. It's up to you and your Android Crisis Team (ACT) to find the central power source in this huge facility and fix it. But time is running out and the plant's automated defense [illegible] set to stop all intruders — at [illegible]

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POWER PLANT ANALYSIS

This is a breeder reactor, Delta 9 class energy facility. There are over 2,000 rooms, 8 levels and dozens of automated defenses. Each room contains two video cameras, one at each end, affording you total visibility. (More on this later.) Some elevators and doors are inoperative and must be repaired to gain passage. (More on this later, too.) The heart of the plant is the Core Room.

MISSION OBJECTIVE

Direct your Android Crisis Team through the massive power plant. Find the Core Room. Using the proper tools (see "Tools"), cool the core to below 1000°C. Warning: If the core temperature is allowed to reach 10,000°C, overload and **shutdown** will occur. Time is obviously of the essence.

LOADING

- Turn on computer and disk drive.
- Insert disk, label side up.
- Type: LOAD "*", 8, 1 and press RETURN.

TO BEGIN

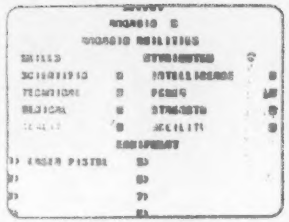
Plug joystick into port 2. When disk has loaded, you will see the "Assignment Screen." Choose desired assignment by pushing 1, 2 or 3 on your keyboard.

1. **Central Mission** — layout of rooms and positioning of tools remain constant.
2. **Unknown Site** — layout of rooms, abilities of androids and positioning of tools are different (a new challenge) every time you play.
3. **Resume Operation** — loads a previously saved game (see "Saving a Game").

THE ANDROID CRISIS TEAM

After you have loaded your disk, select variation #1 (Central Mission). You will be presented with the "Key Command" screen. You will use these keyboard commands to control your androids. We will explain this in detail a little later. Right now, let's meet your team.

Press the SPACE BAR, and you will see the "Android Select Screen." There are 8 screens, one for each of your 8 androids. Each screen details the abilities of one of your Androids. For example, here is the "Android Select Screen" for Android #1:



"Abilities" are shown as percentages and are labeled either "skills" or "attributes." "Skills" refer to an android's functional abilities (fixing doors, fighting, etc.) and "attributes" define innate capabilities – those abilities built into the android's original design. Here are quick definitions of skills and attributes (further details of each will become more apparent as you play):

Scientific:	ability to cool the reactor core.
Technical:	ability to fix doors and elevators.
Medical:	ability to repair other damaged androids.
Combat:	marksmanship using laser pistol.
Intelligence:	general control of an android's movement. If this level drops below 20, android becomes erratic.
Power:	ability to use tools effectively.
Strength:	ability to withstand attack. (See "Hazards.")
Mobility:	speed of movement.

Below the "Abilities" section is an inventory of equipment the android is carrying. All androids start with a laser pistol and can carry up to eight items at a time (see "Tools"). Push the joystick forward to review all eight "Android Select Screens." (Further explanation of android "personalities" also can be found on the inside of your package.)

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111 NORTH BRIDGE ROAD
PENINSULA PLAZA, SINGAPORE
TEL: 3381862, 3381855, 3397
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ENTERING THE POWER PLANT

You will need to send your androids down into the power plant. **However, the success of your mission, in large degree, depends on your ability to assign the right android to the right task.** For example, after hours of exploration, you may actually locate the Core Room but be unable to cool the core because the android you have selected for this task does not possess the proper ability.

For this reason, you must carefully consider each android's abilities by studying the "Android Select Screens."

After you have studied these screens and chosen your first android, **here's how you send an android into the power plant:**

Let's say you have chosen Android #3 as the first android to enter the plant. Push your joystick forward until you see the "Android Select Screen" for Android #3. Press the SPACE BAR. With the elevator door open (it opens automatically), pull the joystick back, and Android #3 will enter the plant on the first level. All androids enter the plant on the first level. To recap:

ENTERING SEQUENCE

1. Locate Android Select Screen of android you wish to send in. (Push joystick forward.)
2. Press Space Bar. This automatically switches you from Android Select Screen to the power plant.
3. Pull joystick back and android will enter plant.

To remove any android from the plant, you must use the **same** elevator you used to enter the plant. Let's try it with Android #3: Push the joystick forward, commanding Android #3 to return to the elevator. The next thing you will see are the "Android Select Screens." This means Android #3 has left the power plant.

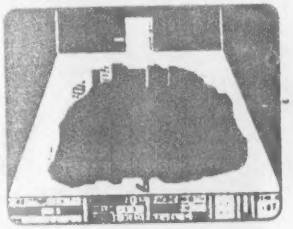
You can send many androids down into the power plant or venture ahead with just one android (see "Android Control"). It's up to you.

NOTE: You can never have **more** than two of your androids in the same room at the same time. And the first room you enter from the elevator only allows **one** android.

MOVING THROUGH THE POWER PLANT

The entire complex is monitored via video cameras placed in each room. A camera will be activated **only** by the entry of an android into that room. Move each android (you can only control one android at a time) forward and back, left and right, by pushing your joystick in desired direction. To travel safely between floors, use the elevators. In emergencies, jump through craters (see "Hazards"). The joystick button operates the android's laser pistol.

Once inside the power plant, you will see the **Information Control Panel** along the bottom of your screen. Monitor it carefully. It contains the following information:



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111 NORTH BRIDGE ROAD #04-00
PENINSULA PLAZA, SINGAPORE 0617
TEL: 3381862, 3381855, 3397695
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CORE TEMP: Constantly increasing, it must **not** be allowed to reach 10,000°C.

RAD-LEV: Radiation level – increases the farther down you go. It can damage unprotected androids. (See "Shields" below.)

TIME: Tracks amount of time spent on each mission. At the end of a successful mission, time spent can be used to evaluate you and your team's performance.

ANDROID: Identifies (by number) which android you are controlling.

SHIELDS: Tracks shield power. Shields protect androids from radiation. If shield power drops to 0, androids may begin to lose their abilities. The only way to increase shield power is through the use of special equipment found in the power plant.

PACE: Reflects pace of your android's movement: careful, normal, reckless. Speed is also affected by which android you are using.

FACING: Monitors which video angle you are viewing: north or south. Be sure to periodically check both angles! You may actually miss something quite important because you're using the wrong camera.

EXITS: Shows location of doors and elevators. (EWU = east, west and up.)

LEVEL: Shows what level of the power plant you are on.

BEACON: Homing Beacons are found throughout the plant. When you find one and activate it (see next section), an arrow on the **Information Control Panel** will indicate the direction of an important object: an injured android, an up elevator or a special tool.

LASER PISTOL: Monitors fire power remaining. This is shown on a gauge just to the left of the Homing Beacon indicator. A black line moves down the gauge as shots are expended. The only way to replenish it is to send your android **out** of the power plant by taking the elevator originally used to enter the plant on level 1.

SCANNER GRID: Just to the left of the Laser Pistol Gauge is the Scanner Grid. When operating, this grid indicates the number and position of defensive droids (see "Hazards") in the surrounding area. You must find and activate a scanner for this grid to work. On-screen instructions will detail how to operate scanner grid.

ANDROID CONTROL

As you move your android through the power plant, you will need to perform a variety of functions: examine rooms for useful tools, repair broken doors and elevators, activate certain equipment and so on. To perform these functions, you will not only need to monitor your control panel, but also use the special "Key Commands" to control your androids. Use the following "Key Commands" to activate the desired **Android Control:**

D: Drops a tool an android is carrying.
E: Examines the contents of a room.
F: Fixes broken door switches.
H: Prints key commands on-screen.
I: Gives an inventory of tools an android is carrying.

P: Adjusts the speed your android is traveling: careful, normal or reckless (speed also depends on the android's "mobility" attribute).
R: Switches angle of view (north and south video cameras).
S: Allows you to select another android. Here's how: Press "S" on the keyboard and you will see the "Android Select Screens." Review the androids by pushing forward or pulling back on the joystick. Press the SPACE BAR to select Android.
T: Transfers all items from one android to another when two androids are in the same room.
U: Enables you to use an item an android is carrying. On-screen directions will instruct you on how to use a tool.

NOTE: **To open a door,** place your android directly in front of the door switch and move the joystick in the direction of the switch. **To fix a jammed door switch,** place your android directly in front of the switch and press "F" on the keyboard. Your android will become immobile while fixing the switch. The higher the android's technical ability, the quicker the switch is fixed.

TOOLS

As you progress through the many rooms of the power plant, it's important that you examine each room to discover valuable tools and powerful weapons. Pressing "E" will examine a room. If something is found, **on screen directions will instruct you how to proceed.** (Remember your android can only carry 8 items at any one time.)

Some examples of valuable tools are: **Techni-kits** – aid in fixing jammed doors. **Medi-kits** – used to repair injured androids. However, it's important to remember that the effectiveness of an item will depend on the particular skill of the android using it. For example, an android with a high medical ability will be able to make better use of a Medi-kit.

There are lots of different tools and weapons throughout the plant. It's up to you to discover them. You will be shown a complete screen of detailed technical information for every item you find.

HAZARDS & OBSTACLES

Finding the Core Room is only half the battle. You will also be forced to deal with radiation and the plant's automated defense system. This system consists of **defense droids** (installed to keep out intruders – like your androids), and **anti-radiation plasma** – bothersome bacterial blobs that seek to eliminate any irradiated beings (again, just like your androids). **Radiation** will become more and more intense the closer to the core your androids go. Your androids will need to find **and** activate radiation shields before going too far down.

Defense droids and plasma can disable your androids. Contact with either will reduce both your android's physical skills and attributes. **Prolonged contact will completely disable your androids!**

Also, a series of explosions has left large crater-like holes in the floors of some rooms. Androids can try to use them as shortcuts to the lower levels, but the fall usually reduces the android's abilities.

THE CORE ROOM

Once you have made your way down to the bottom (8th) level and located the Core Room, find and make your way to the inspection window. There, you will find two robot arms. Position your android in front of the arms, activate (by pressing "U") Damper Field Units (which you should have found somewhere in the plant), and cool the core down below 1000°C. Once you've completed this, your mission has come to a successful conclusion. Nice job!

SAVING A GAME

To save a game, do the following:

Press "Q" to quit. You will be asked, "Do you want to save your position Y/N?" If you press N (no), you will erase the game you are playing and you will go back to the "Assignment Screen." If you press Y (yes), you will go to the "Save Game Screen." Type your file name and press Return. You will see the letters A through F. (A sample game has already been saved to A).

Press a letter (A-F) and you will save your game to a chosen letter.

NOTE: You can save a game to any of the listed letters, but if you save "over" an existing game, that game will be erased.

After you have pressed a chosen letter, you will actually return to your game. "Saving" does not end play, but only saves a position.

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TEL: 3384662, 3381655, 3977695
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Designed by Creative Sparks.
Produced by Sam Nelson
Manual written by Paul Cuneo.

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111 NORTH BRIDGE ROAD
PENINSULA PLAZA, SINGAPORE
TEL: 3391852, 3391855, 3371695
TELEX: RS 22813 MSC

Countdown To Shutdown™

Important Note for Apple® II Series Version
The enclosed Commodore 64™ instructions should also be used to play the Apple II series version of Countdown to Shutdown. All operations of the Commodore 64 version are accurate to the Apple version with the following important exceptions:

To Load Apple II Series Version
- Insert disk, label side up.
- Turn on computer.

To Begin
Plug in joystick. Then follow Commodore 64 instructions.

Saving a Game
To save a game with the Apple II series version: Press "Q" to quit. You will be asked, "Do you want to save your position Y/N?" If you press N (no), you will go back to the "Assignment Screen." If you press Y (yes), you will be asked, "Save to position 1-6 or Q to quit?" If you press Q (quit), you will go back to the "Assignment Screen." If you press any number 1 through 6, you will save the game you are playing to that number.

NOTE: You can save a game to any number 1-6, but, if you save "over" an existing game, that game will be erased.

Resume Operation
While viewing the "Assignment Screen", select "Resume Operation" by pushing 3 on your keyboard. Follow on-screen prompts to resume from last position played (press 0) or resume play on a saved game (press 1 through 6).

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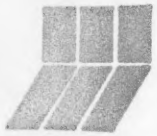
Don't Forget the **Product Sampler!**
On the reverse side of your Apple disk is an exciting sampler of several new Activision products. Insert the disk into your disk drive, label side down. Then turn on your computer.

Countdown to Shutdown has been designed by Creative Sparks and produced by Sam Nelson. The Apple II series version is by T.S. Gale and Ivan Manley of Synergistic Software.



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